

JUNGLE RESCUE

Table of Contents	Page
Section 1 Introduction	2
Section 2 Objectives	2
Section 3 Getting Started	3
Section 4 Game Directions	3
Section 5 Teacher Utilities	5
Section 6 Word Lists	11
Section 7 Care of the Diskette & Warranty	15
Section 8 References	16

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SECTION 1

Introduction

LEARNING WELL, a company with years of experience in developing educational materials, offers "PLAYFUL SOFTWARE FOR SERIOUS LEARNING."

Our programs involve learners in exciting and challenging fun while reinforcing a variety of basic concepts. Beautiful graphics and fun-filled themes are just some of the reasons why LEARNING WELL software is the exciting way to take education from the chalkboard to the keyboard.

SECTION 2

Objectives

Game Objective:

A raging fire threatens to destroy a colony of monkeys in the jungle. Forest Rangers try desperately to capture the monkeys so that they can rescue them. As players spell words correctly, they gain the opportunity to rescue monkeys. The player that captures and saves the most monkeys is the winner.

Educational Objective:

Jungle Rescue is designed to reinforce the correct spelling of a variety of elementary, intermediate and junior high level words.

Each lesson emphasizes a specific skill such as multiple spelling of sounds, word structure or letter patterns.

A parent or teacher can also input sets of words to create original lessons.

Gaming As a Format:

"PLAYFUL SOFTWARE FOR SERIOUS LEARNING" is our primary objective at LEARNING WELL. That is why we have chosen a game format for our exciting and interactive learning software.

Research suggests that academic games are "viable tools for promoting interaction between students of varying academic and social levels" (Salend, 1979). They provide enrichment for brighter students as well as motivation for the academically disenchanted (Rice, 1974).

Games offer motivation, provide fast feedback, encourage cooperation, challenge players to deal with elements of chance, and, above all, provide a structure for individualized learning of a variety of educational and life concepts.

We at LEARNING WELL believe that the game format, combined with specific educational objectives, is a great way to make learning fun.

SECTION 3

Getting Started

1) Requirements:

- 1 Apple II®, Apple II Plus®, Apple IIe® or Apple Compatible Computer
- 48K of RAM
- 1 Apple Disk II™ Drive
- 1 Video Monitor (Color Desirable)
- 1 LEARNING WELL "Jungle Rescue" Diskette

2) Loading The Program:

- A. Insert the game diskette into the disk drive. Close disk drive door.
- B. If you are using an Apple IIe®, the CAPS LOCK key must be in its down (on) position.
- C. Turn the power on.
- D. After a short delay of approximately 30 seconds, the title screen will appear. The computer will ask if you want directions. Type "Y" or "N." (Typing any letter other than "Y" is accepted as No).
- E. Type in name(s). Use the "ESC" key to type capital letters.

3) Game can be played by 1 to 6 players.

SECTION 4

Directions

1) Introduction

The top of the opening screen indicates whose turn it is and the number of animals rescued.

The opening screen may differ in the actual graphic scene, but the top section will always be the same. (See illustration below of upper screen.)

Liz's Turn	Animals: 0
An Animal in Distress	

Only information about the player whose turn it is appears on the screen.

There are two basic types of screens:

- A. Monkey in Distress - This will give the player a chance to spell a word correctly and save a monkey.

B. "Nothing Here" "Dead End" - This provides the game with the element of chance.

2) Answering Questions

Two question formats are available. The first requires the player to type the correct spelling. The second requires only the entering of "A" or "B." See illustration below.

A)

Type in the correct spelling	
baking	bakeing

Ex. Player would type "baking"

B)

Which is the correct spelling?	
A) baking	B) bakeing

Ex. Player would type "A" or "B."

The question format is determined by the teacher or parent. (See Teacher Utilities).

3) Capturing The Monkeys

When a player answers correctly, a congratulatory message appears in the upper screen and a helicopter appears on the screen. At this time the player captures the monkey with the aid of the helicopter.

There are two modes of capture.

The mode is selected by the teacher or parent. (See Teacher Utilities).

A. Functional Mode - In this mode, the capturing of the monkey is dependent upon player interaction. The player must press the space bar when the monkey moves directly under the helicopter. This causes the rope to drop. If the rope is dropped at any other time, the monkey will get away.

B. Automatic Mode - In this mode, the capture is automatic. Pressing the space bar at any time will cause the rope to drop and rescue the monkey.

4) Winning

The game ends when either of these two situations occurs:

- The designated number of rounds (1-20) is completed.
- A player accumulates the desired number of monkeys (1-20) needed to win a game.

*The number of rounds to win and the mode of capturing is determined by the teacher or parent. (See Teacher Utilities).

5) Scoring

The score screen appears as follows:

Game Summary			
Name	Bob	Ed	Monkeys Captured
			8 7
Performance Summary			
Bob	% 80	Words 10	Correct 8
	Words Missed: baking, telling		
Ed	70	10	7
	Words Missed: getting, giving, having		
Do You Want To Play Again? Y			

- Scores reflect a cumulative record. If you wish to begin at zero, all scores must be set to zero in the Teacher Utilities. If no roster has been entered, scores will be kept separately for each game. When the computer is turned off, these scores will be erased.

- Words Missed - This space holds approximately ten words. "Word-file-is-full" at the end of the list indicates the space is full.

When using a roster:

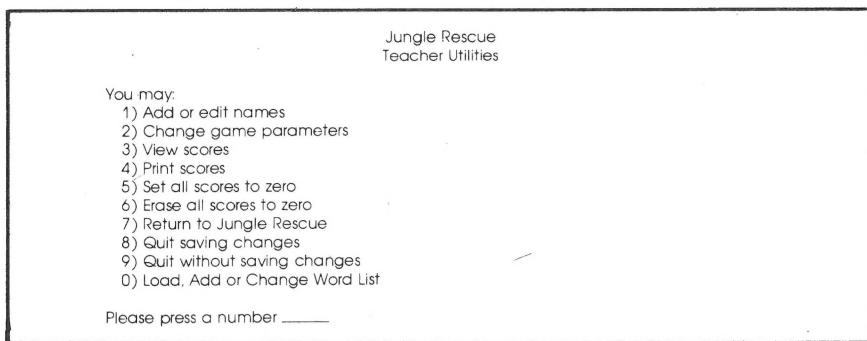
- Set all scores to zero or,
- Delete the student's name and insert it back using the same roster number.

If the game is being used without a roster, scores will be erased automatically when the computer is turned off.

SECTION 5

Teacher Utilities

Jungle Rescue can be played without using any Teacher Utilities except "Load, Add or Change Word Lists" (0). It is necessary to load new lists so that spelling words are changed.



Access to the Teacher Utilities portion is possible only at the beginning of the program when "Do you want instructions?" appears on your screen. When the red light on the disk drive goes off and a line flashes under the "?", press the "Control" key and the "T" key at the same time.

Next the computer will ask for the password. Type in "alpha." You will not see the password appear on the screen as you type it.

1) Add or Edit Names

This section allows you to create a roster. Once a roster is created, only players whose names appear on the roster can play the game. If you do not create a roster, the computer will accept any person's name for play, although it will not save cumulative scores. Once you create a roster, **only** players whose names appear can play.

If you use the roster, it is suggested that you enter 2 "dummy" names as the last two entries. That way there will always be an entry which an unexpected player could use to play the game, i.e. "Ranger" or "Fireman." The "Add or Edit Names" screen appears as follows:

1)	21)
2)	22)
3)	23)
4)	24)
5)	25)
6)	26)
7)	27)
8)	28)
9)	29)
10)	30)
11)	31)
12)	32)
13)	33)
14)	34)
15)	35)
16)	36)
17)	37)
18)	38)
19)	39)
20)	40)

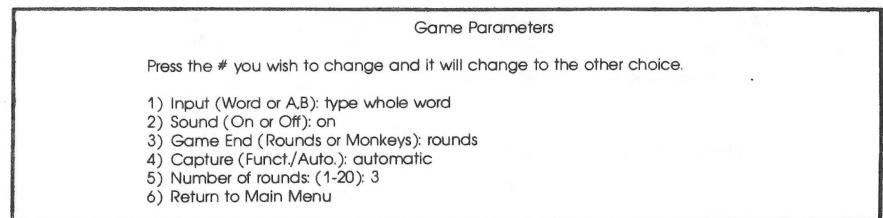
You may: 1) Add, 2) Insert, 3) Delete
a name or 4) Return to Menu

The computer will prompt you as to the procedure for each activity, once you have pressed the number of the activity you desire.

- 1) Add -The computer asks you to enter a name.
-15 letter maximum.
-Press (ESC) for capital letters.
- 2) Insert -The computer asks you to enter the number where you wish to insert the name. Then the "add" procedure is initiated.
*NOTE: Only insert names when you intend to set all scores to zero. Inserting names without setting all scores to zero will result in a mismatch of names and scores.
- 3) Delete -The computer simply asks for the number of the name you wish to delete.
*NOTE: To avoid a mismatch of names and scores, only delete names when you intend to set all scores to zero, or will be inserting the student's name into that same roster number.

2) Change Game Parameters

The parameter screen appears as follows:



Parameters are pre-set. To make alternative selections, type in the number of the parameter to be changed. For example: typing "2" with screen shown above would automatically change "on" to "off."

In the case of Parameter #5 (Number of rounds), type "5." See below for further directions or follow screen directions.

Explanation of Parameters

- 1) Input - "Type whole word" means the player is required to type the correct spelling of a word.
- "Pick A or B" means the player types the letter preceding the correctly spelled choice.
- 2) Sound - The sounds that occur during the game play can be turned on or off. To eliminate sound press the "control" key. While holding it, press the "0" key.

3) Game end

- "Rounds" means the game ends when a specific number of rounds have been completed.
- "Monkeys" means the game ends as soon as the first player accumulates the desired number of monkeys.

4) Capture

- "Functional" means that the capturing of a monkey depends directly on player interaction. Players can answer questions correctly and not capture a monkey.
- "Automatic" means that the monkey will be captured no matter when the player drops the rope.

5) Number of rounds

- (Reads "Number of Monkeys" in the event Monkeys is chosen as the game end).
- A number between 1 and 20 is indicated by typing the desired number in response to "How many to end the game?" Then "Return" is pressed.

2) View Scores

The score screen appears as follows:

Name	Questions	Correct	%
Scott	30	26	86%
Words Missed: brown, white, green, orange			
Bob	20	16	80%
Words Missed: baking, telling, four, fifty			
Ed	30	20	66%
Words Missed: brown, white, orange, tan, getting, giving, having, queen, little, says			

This section allows you to view the scores of all those whose names appear on the roster. The scores will be cumulative.

- Words Missed - This space holds approximately ten words. "Word-file-is-full" at the end of the list indicates the space is full.

When using a roster:

- A. Set all scores to zero or,
- B. Delete the student's name and insert it back using the same roster number.

If the game is being used **without** a roster, scores will be erased automatically when the computer is turned off.

4) Print Scores

- Offers the option of printing the scores of all players on roster.
- User must have a printer attached to the computer in order to utilize this option. The printer interface board must be in slot 1.

5) Set All Scores to Zero

- Offers the option of wiping out the present set of scores for all players.
- Scores are listed in a cumulative fashion.
- A teacher or parent may wish to keep separate the scores of players each time the parameters are changed. To do this, simply record the scores of players after each game or before game parameters are changed. Then set all scores to zero.

EXAMPLE: A parent has set the game to play with the words in Unit 10. The parent notes the players' performances as 8/10 - 80% 7/10 - 70%.

The parent then sets the scores to zero because the next game will be played with Unit 11.

The parent notes the players' performances as 6/10 - 60% 3/10 - 30%.

Without having set the scores to zero, the parent would have noted the players' cumulative performance as 14/20 - 70% 10/20 - 50%.

Certainly these scores might indicate a weakness, but the weakness can be more easily pinpointed as to types of problems when the scores are set to zero after each parameter change.

*** When using a roster, an easy way to set one player's score to zero is to delete that player's name and then insert the name back in the same roster number.

6) Erase All Names and Scores

- This option allows a parent or teacher to erase the roster and scores entirely.

7) Return To Jungle Rescue

- By pressing 7, the teacher or parent can return to the game.
- Any changes made to this point will be saved.

8) Quit Saving Changes

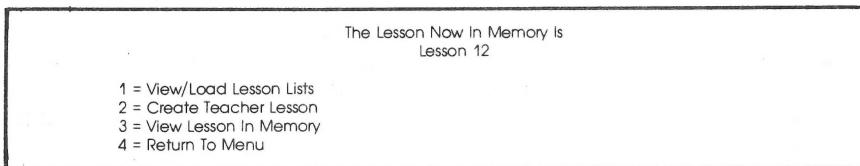
- In order for changes in the parameters or roster to be saved, the teacher or parent must leave the TEACHER UTILITIES by pressing "QUIT SAVING CHANGES" or "RETURN TO JUNGLE RESCUE."

9) Quit Without Saving Changes

- There may be a situation where the teacher or parent decides that he does not wish to make the changes which he has selected. This option, therefore allows that person to exit the program without the changes having been committed to memory. When this is pressed, the computer will ask for verification. It is a last chance to decide about making changes.

10) Load, Add or Change a Word List

The screen appears as follows:



- This section will enable a teacher or parent to load a pre-existing spelling lesson into memory for use in the next game.
- It will also allow a teacher or parent to create up to four original spelling lessons.

• Explanation of Choices

1) VIEW/LOAD Lesson Lists

- This option will offer a list of the lessons. Each lesson is listed by a file name i.e. "PATTERNS WITH EE-00."
- A teacher or parent may choose to load a new lesson into memory simply by:
 - A) Replying "Y" to "WANT TO LOAD A LESSON?"
 - B) Typing in the desired lesson number in response to "WHICH LESSON NUMBER?" and pressing RETURN.
- This will bring you to the Load, Add or Change a Word List Menu. The number typed is the lesson that students will play.

2) CREATE TEACHER LESSON

EDIT TEACHER LESSON

- This option will allow a teacher or parent to create a new spelling lesson.
- After original lessons have been entered, it will also allow for editing of these lessons, see: EDIT TEACHER LESSON.

A) TO CREATE A LESSON:

- 1) Type the correct spelling of a word.
- 2) Press Return.
- 3) Type the incorrect spelling of a word.
- 4) Press Return.

(Complete this sequence to enter 20 spelling words.)
Twenty words must be entered even if words are repeated. If you wish to discontinue, pressing the "Control" key and the "Q" key at the same time will bring you back to the Load, Add or Change a Word Menu.

- 5) Respond "Y" or "N" to "DO YOU NEED TO MAKE ANY CHANGES?"
- 1) "Y" - ENTER THE NUMBER OF THE WORD YOU WISH TO EDIT.
- 2) "N" - CONTINUE WITH 6.

6) Respond "Y" or "N" to "DO YOU WANT TO SAVE THE LESSON?"

- 1) "Y" - continue with 7.
- 2) "N" - deletes your entries and returns you to the menu.
- 7) Enter file name - Create a name for the spelling list. The name can be descriptive of the type of words or any name deemed appropriate by the teacher or parent. (22 letter maximum.) Press return after file name is entered.
- 8) Designate which lesson number you wish assigned to the lesson. Type a number between 13 and 16 and Press Return.

- At this point the lesson is entered and loaded to play. You can only create one lesson at a time. Follow directions under EDIT A TEACHER LESSON to create additional spelling lessons.

B) TO EDIT A TEACHER LESSON:

If the last game played, loaded or created was an original lesson (lessons 13, 14, 15, or 16), #2 on the "Load, Add or Change a Word List" menu will appear as EDIT TEACHER LESSON. This provides an opportunity to make further changes in original lessons.

To return to CREATE A LESSON:

- 1) Go to LOAD, ADD OR CHANGE Menu
- 2) Load any lesson from number 1 to 12 only
- 3) Return to "Load, Add or Change" Menu
- 4) Option #2 will now appear as Create a Lesson. You may now create a Lesson.
- 3) VIEW LESSON IN MEMORY
 - This selection simply lists the correct and incorrect spellings of all the words presently loaded into memory.
- 4) RETURN TO MENU
 - This option allows the teacher or parent to return to the Teacher Utilities.

SECTION 6

Word Lists

This is a drill and practice program. It is designed to offer teachers and parents an alternative to workbook drill and practice exercises in spelling.

Jungle Rescue can be used in conjunction with any spelling program. It can be assigned on a small group basis much as any other small group supplemental reinforcement activity.

The following is a list of the words offered for spelling practice in Jungle Rescue.

Red Level Words for Grades 1-4

Lesson 1 SHORT VOWEL WORDS	Lesson 2 LONG VOWEL WORDS	Lesson 3 NUMBER AND COLOR WORDS
CORRECT	CORRECT	CORRECT
can	came	one
has	cake	two
apple	day	three
ant	take	four
get	eat	five
leg	be	six
pen	we	seven
web	he	eight
hot	ice	nine
mop	nice	ten
top	hide	zero
did	fine	orange
him	side	red
his	home	blue
rub	hope	black
run	old	green
under	bone	white
jump	hold	yellow
dust	hole	brown
cup	goat	tan

**Lesson 4
BEGINNING LETTER TEAMS -**
wh, th, st

Lesson 4 BEGINNING LETTER TEAMS -	Lesson 5 PATTERNS WITH - ee, oo	Lesson 6 ADDING - ing
CORRECT	CORRECT	CORRECT
when	see	making
where	seem	taking
who	feel	naming
why	meet	hoping
what	keep	riding
while	tree	keeping
thin	need	coming
then	feet	sleeping
there	seed	stopping
this	free	shopping
them	been	slipping
the	deer	skipping
that	soon	wishing
these	moon	fishing
stamp	room	willing
stop	cook	telling
start	cool	baking
step	door	getting
stick	foot	giving
stem	noon	having

**Lesson 7
THE SOUND OF - /k/ /ks/**

CORRECT

care
color
camp
kept
kind
truck
trick
block
king
luck
fixed
ox
ax
fox
box
ducks
likes
sticks
socks
makos

**Lesson 8
PATTERNS WITH - ea**

CORRECT

eat
seat
repeat
team
weak
ready
really
dear
each
early
ears
earth
easy
head
health
great
wear
please
pear
learn

**Lesson 9
THE SOUND OF - i**

CORRECT

eye
dry
crying
die
pie
trying
delight
slight
tight
arrive
tide
surprise
island
invited
fright
mighty
light
sigh
night
midnight

**Lesson 10
THE SOUND OF - j**

CORRECT

jacket
just
July
page
stage
enjoy
joke
cottage
large
charge
strange
stranger
gentle
change
damage
wages
voyage
village
cabbage
enjoyed

**Lesson 11
PATTERNS WITH - ou**

CORRECT

ours
mouth
south
without
mountain
loud
house
found
about
mouse
pound
ground
would
could
should
noun
count
thousand
bought
thought

**Lesson 12
PATTERNS WITH - ai**

CORRECT

paint
raise
vain
plain
faint
obtain
gain
main
afraid
fail
pail
sailor
railroad
hair
fairy
paid
daily
tailor
chair
wait

Blue Level Words for Grades 5-8

**Lesson 1
THE SOUND OF - /m/**

CORRECT

handsome
lamp
woman

**Lesson 2
THE SOUND OF - /z/**

CORRECT

lose
does
measles

**Lesson 3
THE SOUND OF SH - CH**

CORRECT

sharp
splash
punish

hammer suppose ocean
 command cozy change sandwich
 calm citizen research
 alarm husband picture
 palm frozen adventure
 autumn squeeze question
 limb breeze chest
 bomb used matches
 problem president pasture
 pumpkin whose fortunate
 committee surprise addition
 salmon raisins national
 grammar studies direction
 column excuse invitation
 comb exercise ovation
 dumb knows attention
 crumb pleasant

**Lesson 4
COMPOUND WORDS**

CORRECT
 headache
 gentlemen
 wholesome
 anybody
 everywhere
 however
 otherwise
 sidewalk
 snowball
 sunshine
 typewriter
 understand
 anywhere
 flashlight
 outline
 itself
 oatmeal
 ourselves
 pocketbook
 bookkeeper

**Lesson 5
THE SOUNDS OF - ie**

CORRECT
 chief
 piece
 field
 friend
 quiet
 believe
 grieve
 niece
 grief
 mischief
 sufficient
 hygiene
 patience
 brief
 fierce
 view
 diesel
 yield
 thief
 shield

**Lesson 7
THE SOUNDS OF - ei**

CORRECT
 height
 ceiling
 seize
 receive
 freight
 foreign
 eighth
 either
 veil
 vein
 neither

**Lesson 8
PREFIXES RE - DE**

CORRECT
 record
 repair
 recite
 reserve
 repeat
 reconsider
 repel
 reexamine
 resemble
 require
 devote

ocean
 change
 sandwich
 research
 picture
 adventure
 question
 chest
 matches
 pasture
 fortunate
 addition
 national
 direction
 invitation
 ovation
 attention

**Lesson 6
THE SOUNDS OF - ai**

CORRECT
 aid
 hail
 again
 aisle
 bait
 raising
 aim
 fairly
 gain
 detain
 waist
 bargain
 complain
 retain
 straight
 acquaint
 despair
 detail
 maintain
 portrait

**Lesson 9
ADD ED - ES - NESS - Y to I**

CORRECT
 satisfied
 replied
 applied
 magnified
 envied
 buried
 supplied
 multiplied
 occupied
 qualified
 married

reign
 deceive
 perceive
 deceit
 heir
 eighty
 conceit
 weigh
 sleigh

declare
 descend
 describe
 destroy
 develop
 decide
 decrease
 demolish
 department

**Lesson 10
WORDS ENDING IN - ous**

CORRECT
 nervous
 jealous
 furious
 serious
 previous
 precious
 gracious
 delicious
 glorious
 suspicious
 victorious
 anxious
 monotonous
 tremendous
 enormous
 perilous
 dangerous
 courteous
 courageous
 various

**Lesson 11
WORDS BEGINNING WITH - inter**

CORRECT
 interstate
 intercom
 intern
 interim
 interested
 interweave
 interrupt
 interfere
 interview
 interior
 interact
 intercede
 intercept
 interval
 interlock
 interlude
 interpret
 internal
 intersect
 interval

enemies
 fairies
 groceries
 pennies
 cities
 happiness
 sleepiness
 weariness
 heaviness

**Lesson 12
SILENT LETTERS**

CORRECT
 gingham
 numb
 borough
 depot
 league
 colonel
 rheumatism
 grudge
 slight
 mortgage
 parfair
 martyr
 yacht
 haughty
 hymn
 often
 gauge
 judgement
 forego
 distraught

SECTION 7

Care of the Diskette

The program is produced on a magnetically coated plastic disk placed in a square plastic cover. Handling of the diskette requires care to insure maximum reliable life.

- 1) It should be placed in the storage box when not in use.
- 2) It should be kept at least 9 inches from magnetic fields.
- 3) It should not be exposed to extremes in temperatures.
- 4) It should not be folded or mutilated in any way.

Warranty

The program is sold "AS IS," without warranty either expressed or implied as to its specific usage or performance. The user, not the manufacturer, distributor or retailer, assumes all cost of any necessary service or repair.

Learning Well™, however, warrants that the medium on which the software program is recorded will be free from defects in material, and faulty workmanship, under normal use, for a period not to exceed six (6) months from date of purchase, and for the following six (6) months with a fee of \$20. This warranty applies to the original purchaser. The original purchaser must fill in the required information and return the enclosed warranty card. Learning Well™ will replace or repair the medium at their option. If Learning Well™ deems that the medium failure resulted from abuse, accident or error in application, then Learning Well™ has no responsibility to replace or repair under the terms of this warranty.

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SECTION 8

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